Farming factory game

* Buy electric from the grid, then oil for generator, working up to self sustaining electricity (oil rig that takes electricity)
  + Not able to pay electric = back to stone age
  + Windmills bonus for height
  + Solar bonus for flat
* Farming
  + Start off with one seed and foraging unlocks more seeds
  + Beginning
    - Fully manual
    - Upgrading tools
  + Middle
    - Introduce farmer which can take upgrades (tier 1 has limited slots)
      * farmer does nothing without modules
        + Sprinkler, auto harvester etc.
      * Slots to upgrade farmer
        + Range, speed, capacity, electricity consumption etc.
      * Takes power based on # of upgrades/modules
      * HAS BASE POWER CONSUMPTION WITHOUT UPGRADES
    - Upgrade current Farmer tier
      * More upgrade slots
      * More modular slots
  + Late
    - Farmers process seeds internally
      * Crops grow in machine not on ground (range = #of seeds able to be processed)
* Economy
  + Beginning
    - Seek out shops to get the best prices for your goods
    - Alternatively, use the “general shipping container” provided to get an average price
  + Middle
    - Can create “specialized shipping containers” to get best price for goods
  + Late
    - Create “master shipping container” that will get you the best price
      * must connect to existing containers
      * If you don’t have required container connected you get average price
* Mining
  + After a floor in the mine is cleared it is safe, no monsters will spawn
  + Rocks on floor don’t respawn
  + Inconvenient self mining areas on wall respawn daily (motherload mine)
  + Mining machine can go anywhere on floor that has been cleared of rock even if self mining area blocked
  + 1st floor contains mining machine that needs repair to introduce idea
  + Lower levels of mine = higher tier ingredient
  + Possibly 4 floors
    - 1st stone
    - 2nd copper etc.

**Farming**

* As above is still true
* Tiered fertilizer to grow crops.
* First tier of fertilizer (dirt/stone) is not needed when growing on soil (still needed when growing in a machine)
* Tier X of fertilizer is composed of Tier X-1 fertilizer + other ingredients.
* Tier 1 of fertilizer is composed of dirt/stone
* Seeds are broken up into different tiers that require a respective (or higher) tier of fertilizer.
* Using a higher tier of fertilizer than required will increase growth rate (maybe other effects).

**Mining**

* Different mines per material (Stone, Copper, Iron, Gold, Diamonds, etc).
* Mines composed of floors.
* Mines require gold + current material (if any) to enter for the first time
  + Lobby
    - No Quarry
    - ‘Personal’ mining space
      * Tools only
  + Floor 1-4
    - Requires increasing gold + current material to enter
    - 1 Quarry spot each
    - Each floor has some randomly generated rocks to mine, should the player want to.
  + Floor 5
    - Requires increasing gold + current material + next material to enter
    - 1 Quarry spot each
    - Each floor has some randomly generated rocks to mine, should the player want to.
  + Continues indefinitely
    - Potentially more quarry spots per floor after X floors?
    - Each floor has some randomly generated rocks to mine, should the player want to.
* Rocks could be purely randomly generated, independent of which mine they are found in.
* Lobby is still the current material for the given mine.